

FANTASIA

DIPLOMANIA Supplement ---- N3F Games Bureau Diplomacy Division ---- Issue Number 14
Editor and Publisher: Don Miller - - - - - 27 October 1967
Postal Diplomacy Games FAA(1966Be), FBB(1966Fi), FCC(1966Ik), FEC(1966Lk), FHD
(1966Rr), FIE(1966Ss), FJF(1966Tt), FKF(1966ACT), FLG(1967Daj) - - This is WAR???

ALL GAMES

The Players -- A complete roster appeared in FANTASIA #12, with changes in #13.
Changes since then are as follows:

Gemignani, Margaret (CoA) -- 67 Windermere Rd., Rochester, NY, 14610 (HU2-0068)
Hoheisel, R. Wayne (CoA) -- 502nd Admin. Co., 2nd AD, "Chaplain's Section", Ft.
Hood, Texas, 76546

Latimer (CoA) -- Merrimack College, Austin Centre, Room 256, N. Andover, Mass, 01845

Lebling (CoA) -- Room 2234, Burton House, 420 Memorial Dr., Cambridge, Mass, 02139

Note that replacements are needed in games FBB, FEC, FHD, FIE, and FJF.

Replacement Players -- As stated in the revised House-Rules in DIPLOMANIA #18, the old replacement rule is out. The players are urged to send in "General Orders" IAW H-R #27, to avoid their forces standing idle if they miss a move. "General Orders" are not published, and remain sealed until such time as they are used.

Also

note that there are "open" positions in games FBB, FEC, FHD, FIE, and FJF, which need to be filled. Interested persons should contact us NLT Tues., Nov. 7.

The Gamesmaster -- For all games, Don Miller, 12315 Judson Rd., Wheaton, Md., 20906 (ph. 301-933-5417; call only between 8 and 11 p.m. EST on weekdays except Fri.) Note that Wayne Hoheisel is no longer GGM for FHD.

The "House-Rules" -- As published in DIPLOMANIA #18. Read these carefully!!

New Games -- One more player needed for PTC (Regular Diplomacy Game #13) in DIPLOPHOBIA (remember that fees should be paid at time of application -- so you players who have already signed up for this game should pay your fees NLT November 14 (\$3 if it is your first game in a Games Bureau 'zine; \$2 otherwise -- with discounts/rebates to Regular members of Games Bureau as stated in DIPLOMANIA #18 and THE GAMESLETTER #10). Hyperspace II #2 needs one more player (GGM Buddy Tretick) (in SUPERCAL) (Fees due from players already on roster NLT November 14). Game SDD (Simulation Diplomacy) (In SUPERCAL) needs one more 5-man team (fee \$2 per team); also, those teams already signed up please indicate ASAP which of the three variations of the rules outlined in SUPERCAL #11 you would prefer. Kriegspiel Diplomacy (players known, but moves are not) now open. Insurrection (with invisible guerrilla units and played on maps of South America) and Hypereconomic Diplomacy coming soon. And don't forget the two-weeks-between-deadlines, carbon-copy (with game published in one-shot after it is completed) Regular games we now offer (\$3 per person per game, even if you are already playing in another Games Bureau game).

Miscellaneous -- We are cracking down on late moves -- read H-R #11 carefully. Late this time were: Gemignani (17 Oct., but after noon deadline); McIntyre, Carey (18 Oct.); Budd, Latimer (19 Oct.). All players be forewarned -- no moves arriving after noon, Nov. 14, will be counted, even if they are only one minute late! It is not fair to those players who get their moves in on time for us to use late moves. We give you deadlines which are far apart so you can mail your moves to us on time -- and more and more have been coming in late. So no more being "nice" -- all late moves will be disregarded. Grrrrrowllll! ##### DIPLOMANIA is \$1.50 for 10 issues.

DLM

FAA (Middle-Earth Diplomacy II) --

The Players, Rules and Board -- See FANTASIA #'s 1 and 7.

HRIVE, 3006 retreat -- ARN (Hoheisel): A Ere (R) Mis.

COIRE, 3006 builds/removals -- ARN: (B) mighty conquering A at Amo; RHO (Clark): (E) A Frd; ROH (Mebane): (B) A WEm.

Positions at end of COIRE, 3006 -- ARN: A's ThS, Amo, Iml, Ang, Mis (5); GON (Huff): A's NWi, Isen, Ano, Udu, MiM, NuW, Bar, Rhu, Iro (9); RHO: A's WRh, NWi, Wil, Mir, Lor (5); ROH: A's WEm, EEm, Fan, Dun, Ere, DoG, TBL, Dag, Cel, Ene (10).

Propaganda --

The Shire -- Again the Shire is in the hands of the people of Arnor, who vow never to let the Hobbits fall into the hands of Gondor or Rohan. And though the Rhovanions did no harm, it is still right and just that it be Anorian.

Deadline for TUILLE, 3007 moves -- Noon, Tues., Nov. 14.

FBB (Mythomacy II) --

The Players, Rules and Board -- See FANTASIA #'s 1, 3, 4, 6, 7, and 9. Latimer (EREHWON) and Haldeman (MU) must contact us not later than Tues., Nov. 7, if they wish to remain in the game. They must also send in a set of "advance" SPRING, 1905 moves by Nov. 7 to remain in game. Anyone wishing to take over either EREHWON or MU should also contact us NLT Tues., Nov. 7.

AUTUMN, 1904 retreat -- ERE (Open): No order received, so GM removes retreating Fi.

WINTER, 1904 builds/removals -- ERE: No orders rec'd; will be one unit short in 1905 because of destruction of retreating unit in AUT '04; GAI (Lebling): (B) F1; (B) F31; LAP (Gemignani): No orders rec'd; GM removes All; OOG; LEM (Huff): (B) F57; (B) A50; MU (Open): No orders rec'd; will therefore be two units short in 1905.

Positions at end of WINTER, 1904 -- ERE: A's 46, 40, 41; F 43 (4); GAI: A's 3, 9, 10, 30; F's 1, 31, 32, b, c, f (10); GRA (Brooks): F 39 (1); LAP: None; OOG; LEM: A's 52, 50, 45, 49; F's 57, 47, 48, h, i (9); MU: A's 12, 13; F's d, e (4).

AUTUMN, 1904 retreat -- Overlooked one: MU: No order rec'd; GM removes retreating A10.

Propaganda --

Gramarye -- Gaillardia: Gee, thanks!

Deadline for SPRING, 1905 moves -- Noon, Tues., Nov. 14.

FCC (Mordor vs the World I, #1) -- EVIL TRIUMPHS AGAIN, AS SAURON CAPTURES RING!!

The Players, Rules and Board -- See FANTASIA #'s 1-3, 9, and 11.

QUELLE, 3004 moves --

ARN (Latimer) -- Ring-Wearing DA Ene (U) (A).

MOR (Mebane) -- TA Isg-Ene (captures Ring!); DA Dun (S) TA Isg-Ene; DA Anf-Isen; DA Lam-Edo; DA Tha (S) SA Har-Min; DA Bra (S) DA Tha; SA Iml (H); SA Har-Min; SA Ere (S) DA Dun; SA Cel-DoG; SA Bro (S) SA Hen-Rau; SA Dag (S) SA Wil; SA Wil (S) SA Cel-DoG; SA Ash-Rhu; SA Dea (S) SA Hen-Rau; SA Hen-Rau; SA Ano-WEm.

RHO (Huffhauser) -- DA NWi (H); SA Car (H); SA Ang (H); SA Frd (H).

ROH (Huff) -- SA Edo-Isg; SA WEm-Fan; DA Rau-WEm.

Propaganda --

Mordor -- The GM is mistaken. I didn't concur. He just told me what he was going to do.

GM -- The Dark Lord seems to think everyone else is as evil as he (and maybe he's right -- heh, heh, heh).

No Source Given -- There is no truth to the rumor that Shelob is really the present ruler of Mordor in drag.

FEC (Mordor vs the World I, #3) --

The Players, Rules and Board -- See FANTASIA #'s 1, 3, 9, and 11. See GM Notes.

LAIRE, 3004 retreats -- GON (Huff): SA Udu (R) MIM; RHO (Muhlhauser): SA Mir (R) Gre; SA DoG (R) Esg. (impossible; GM removes retreating SA DoG).

QUELLE, 3004 moves --

ARNOR (Open) -- SA Tha (U); SA Ere (U); SA Amo (U); SA Ang (U); SA Min (U); DA Iml (U); The Ring is in Min.

GON -- SA Leb-Ano; SA DoA-Leb; SA Lam (S) SA Leb-Ano; SA MiT (S) SA Leb-Ano; SA Tol (S) SA MiT; SA MIM-Udu; DA Hen (S) SA MIM-Udu.

MOR (Gemignani) -- TA Udu-Bar; DA Mir-NWi; DA DoG-Wil; DA Ano-Leb (D (Efd or Off Board)).

RHO -- SA Gre-Car; SA NWi-DoG (no unit in NWi); SA Lor (S) SA NWi-DoG; DA Cel (S) SA NWi-DoG; DA Dag-Dea; SA Bar (H) (D (Ash, Rhu, Nur, or Off Board)).

ROH (Open) -- SA Isen (U); SA Edo (U); SA WEm (U); SA Rau (U); DA Mor (U).

Propaganda -- None.

Supply Centers held at end of HRIVE, 3004 (retreats do not affect count) --

ARN -- Amo, Ang, Ere, Iml, Tha, ThS (stands pat). (6)

GON -- DoA, Hen, Leb, MIM, MiT, SoG, UdU, Ano (may build one unit). (8)

MOR -- ~~Xhp~~, ~~Zaf~~, ~~DAA~~, Fan, Bar, NWi, Wil (stands pat). (4)

RHO -- ~~DAA~~, Cel, Dag, DoG, Esg, Lor, ~~NWi~~, ~~WZZ~~, Car, Dea (build one unit; was one short last year, and one was dest. LAIRE '04, but only one home s.s. is open). (7)

ROH -- Edo, Isg, Mor, Rau, WEm (stands pat). (5)

GM Note -- Haldeman (ARNOR) and Latimer (ROHAN) must contact us not later than Tues., Nov. 7, if they wish to remain in game. Anyone else who wishes to take over either of these two countries should also contact us NLT Tues., Nov. 7.

Deadline for HRIVE, 3004 retreats and COIRE, 3004 builds -- Noon, Tues., Nov. 14.

FHD (Indianomacy II, #1) --

The Players, Rules and Board -- See FANTASIA #'s 2, 3, 6, and 9. Haldeman (ILLINOIS) must contact us not later than Tues., Nov. 7, if he wishes to remain in game. Anyone else wishing to take over the ILLINOIS should also contact us NLT Tues., Nov. 7.

SUMMER, 1604 retreat -- DAK (Latimer): W3 (R) 5 (illegal; can not retreat to province from which attack which dislodged unit originated; GM removes retreating W3).

FALL, 1604 moves --

APACHE (Lebling) -- W82-108; W110 (H); W 106 (S) W110; W107 (S) W110; W109 (S) W110; W99-82; W102-99; W81-80; W84-85.

BLACKFEET (Budd) -- W27 (S) W28; W28 (S) W27 (A); W26-25 (no Win 26); W22 (S) DAK W23-29; W25 (U).

DAKOTA -- W5 builds canoes (no W in 5); W23-29; W49 (S) W23-29; W50 (S) W54-54 (huh?); W52-54; W18-3 (D (19, 23, or Off Board)).

ILLINOIS (Open) -- W54 (U); W72 (U); W70 (U); W79 (U); W76 (U); W74 (U).

IROQUOIS (D. Miller) -- W17-18; W3 (S) W17-18; Wd w/c-53; W55 (S) ILL W54; W62-63; W6-17.

MUSKHOGEAN (Huff) -- W111-110; W112 (S) W111-110; W113 (S) W111-110; W75 (S) W111-110; W63-62.

SHOSHONI (Carey) -- W29-28; W30 (S) W29-28; W33 (S) W29-28; W31-29; W47 (S) W31-29.

Propaganda --

Broken Land -- At the Longhouse last week, Great Chief Haiienthwatha pledged continued support by the Ongwanosionni of our neighbors, the Illinois, but urged them to settle their internal difficulties and once again return to the offensive against our common enemy, the Dakotas. He reminded the Illinois that the alliance of our two nations has helped them to obtain more territory than their tribe has heretofore possessed at any time in their history, and stated that if they did not

return to the warpath soon, the onrushing Apaches would conquer the remaining available land, and close the door upon any further Illinois expansion. The Council was closed with a war dance, and the members relaxed and chewed mescal tops taken from a captured Apache spy. All hail Great Chief Haiienthwatha! Death to all who oppose him and his people, the Ongwanosionni!! Aiiiiiiyyyyyyyyyyyyyyyyyyyy!!!!

Supply Centers held at end of AUTUMN, 1604 (retreat does not affect counts) --

APA -- 82, 83, 87, 96, 97, 99, 101, 108, 109, 80, 110 (may build two). (11)

BIA -- 21, 26, 27, ~~28~~ (stands pat; one unit was dest. FALL, 1604). (3)

DAK -- ~~1~~, ~~28~~, 49, 50, 52, ~~80~~, 29 (remove one unit; one was destroyed SUMMER, 1604). (4)

ILL -- 54, 56, 69, 70, 71, 74 (stands pat). (6)

IRO -- 10, 11, 12, 14, 15, 61, 3, 18 (may build two units). (8)

MUS -- 64, 66, ~~110~~, 113, 114, 115 (stands pat; one unit dest. SPR '04). (5)

SHO -- ~~28~~, 38, 44, 45, 47, 88, 28 (stands pat). (6)

GM Note -- GGM Hoheisel has asked to be relieved of his GGM duties (probably because most players continue to send their moves to us rather than to him, which rather destroys the idea of a GGM). So, for the time being, at least, we will take over as GM in this game. (Wayne, won't you reconsider -- especially if we crack down on persons sending moves to us instead of to you, as was done in DHG?)

Deadline for AUTUMN, 1604 retreat and WINTER, 1604 builds/removals -- Noon, Tues., Nov. 14 (remember to send moves to Don Miller, rather than to Wayne Hoheisel).

FIE (Game of the Clans) --

The Players, Rules and Board -- See FANTASIA #'s 3-6 and 11. Haldeman (FRASER) and Latimer (MacDonald) must send "advance" SPRING, 1494 moves in to us not later than Tues., Nov. 7, if they wish to remain in game. Anyone wishing to take over either the FRASERS or the MACDONALDS should also contact us NLT Tues., Nov. 7.

AUTUMN, 1493 retreats -- CAM (Gemignani): A58 (R) 57; FRA (Open): No orders rec'd; GM removes retreating A15; GRA (Lebling): No orders rec'd; GM removes retreating A50; MacD (Open): No orders rec'd; GM removes retreating A44.

WINTER, 1493 builds/removals -- CAM: No orders rec'd; GM removes A57; FRA: No orders rec'd; will be four units short in 1494; KEI (Hoheisel): (B) 50 Highland Guards at 21; (B) 34 Fusiliers at 19; MacL: (B) A7; STE (Brooks): (B) A84; (B) A66; (B) A56; ENG (Mebane): (B) A89; (B) A90; (B) Fe; (B) Fgg.

Positions at end of WINTER, 1493 -- CAM: A24 (1); FRA: A's 9, 16, 26, 33, 39, 37, 43 (7); GOR (Huff): A's 25, 34, 54, 55 (4); GRA: A's 51, 52, 42 (3); KEI: A's 2, 17, 18, 19, 21, 22, 23, 35, 36; A/BB's 5, w (11); MacD: A/BB's 13, 59 (2); MacL: A's 6, 7, 10, 14, 15, 30; A/BB's 44 (I.C.), m, p (9) (MacL is McIntyre); STE: A's 50, 53, 47, 56, 58, 62, 63, 64, 66, 67, 68, 78, 84; A/BB 86 (14); ENG: A's 89, 90, 88, 87, 76, 75, 73, 69, ff; F's e, k, 12, cc, dd, ff, gg, 40; A/BB 60 (18).

Propaganda --

Campbells -- The Campbells have fled to the mountains to continue to fight for Scotland.

Inverugie -- Frasers: Though I confess I would like to attack and take more of your lands, I swear not to. I think I can also vouch for the McLeods on this line. From here on until the downfall of either the Southern Foes (Stewarts and England) or myself I am pledged to fight or assist in the fighting of our natural enemies. It is indeed time to start the war in earnest as our country-men the Campbells suggested. England has invaded McLeod, Gordon, Graham, Keith, McDonald, and Campbell lands, and is now threatening the Strongholds of the McLeods, Frasers, and Keiths, not to mention the very existence of the Grahams and Gordons. I plead with you to accept this cease-fire until we or they fall. If the McLeods will not accept this, then I stand by the Frasers against England, Stewart, and McLeod. Sincerely, Bal-dour, Chief of the Keiths.

Inverugie -- McLeod: Please read the open note to Frasers. I wish to hold neither grudge nor a threat over anyone except our enemies from without.

Inverugie -- Stewart: Consider, if you will, the fame, glory, and honor you will give your name if you now decide to join the cause. Consider, if you will, the infamy and dishonor you give your name if you continue on your present course. If I don't hear from you one week prior to our next moves, your lands will be as ravaged as those of England, your name banished from the country, and your people sold into slavery.

Inverugie -- Scotland: Please send me a card telling me if you are with us; otherwise, we'll have to ravage you in order to get to the Enemy.

Gif Notes -- Hoheisel has protested against our allowing the English Boat-Bunch build on the last move, stating that it was not his intent when he wrote the rules to allow such a build -- that only the Scots were to be able to build BB's -- and that allowing the build to stand would almost completely destroy what little chance the Scots still have of beating the English. Well, regardless of what has been said in FEC, it is our policy not to change rules after a game starts without the consent of the players. Banks Mebane -- who was perfectly within his rights in building the BB (as the rules do not forbid such a build by ENGLAND) -- will not give his consent to change the rule. Therefore, unless Banks changes his mind between now and the Nov. 14 deadline, the BB build stands. Sorry, Wayne.

However, Banks has consented to change the victory criterion for ENGLAND to either 36 supply centers or 43 units on board at completion of WINTER season (it still remains at 36/35 for the clans).

Finally, to answer a question re rule #11: Yes, A 29 could support A/BB's to 28 successfully if there is no outside interference.

Deadline for SPRING, 1494 moves -- Noon, Tues., Nov. 14.

FJF (Middle-Earth Diplomacy IV, #1) --

The Players, Rules and Board -- See FANTASIA #'s 3, 6, and 10. Hoheisel (ARNOR) and Haldeman (GONDOR) must submit "advance" COIRE TA 1904 removal orders not later than Tues., Nov. 14, if they wish to remain in game. Anyone wishing to take over either ARNOR or GONDOR must also contact us NLT Tues., Nov. 14.

QUELLE, TA 1904 moves --

ANG (Brooks) -- A Rhd-Gun; A Ett (S) A Rhd-Gun; A Im1-Rhd.

ARN (Open) -- A Frd (U); A Wea (U); A Crd (U); F GrH (U).

GON (Open) -- A Fan (U); A Cal (U); A Sit (U) (A); A Leb (U).

HAR (Latimer) -- A Rhn (H) (D (Dag, GrM, Off Board)); A NeH-Hrd; A Umb-Bel; F Frn-Art; F BoB (C) A Umb-Bel.

MOR (Mebane) -- A Ith-Sit; A Eph (S) A Ith-Sit; A Ano (H); A Emy (S) A Ano; A Gor-Bar.

RHO (Huff) -- A Iro-Rhn; A Wil (S) A Iro-Rhn; A DoG-Cel; A Lor (S) A DoG-Cel; A Mor-Ere; A Cnt-Rhd; A Gun-CaD.

Propaganda -- None.

Supply Centers held at end of HRIVE, TA 1904 (retreat does not affect count) --

ANG -- ~~240~~, Im1, Rhd, Gun (stands pat). (3)

ARN -- ~~111~~, Crd, GrH, ThS (remove one unit). (3)

GON -- ~~111~~, Fan, ~~111~~, Leb (remove one unit; one dest. QUELLE, TA 1904). (2)

HAR -- Far, Kha, Nea, ~~111~~, Umb, Art, Bel, Hrd (may build two units). (7)

MOR -- Ano, Bar, Gor, Ith, Udu (stands pat). (5)

RHO -- DoG, Esg, ~~111~~, Lor, Mir, Mor, NMI, Wil, CaD, Rhn (may build two units; was one unit short last year). (9)

Deadline for HRIVE, TA 1904 retreat and COIRE, TA 1904 builds/removals -- Noon, Tues., Nov. 14.

FKF (Middle-Earth Diplomacy IV, #2) --

The Players, Rules and Board -- See FANTASIA #'s 3 and 6.

QUELLE, TA 1904 moves --

ANG (Manogg) -- A Gun-NMi; A Frd-Art; A Ett-Wea; A Iml (H); A Rhd (S) A Iml.
 ARN (Carey) -- A Ene-Ere; A Lor (S) A Ene-Ere; A Crd (S) A Ene-Ere; A Art (H);
 A GrH (S) A Art.
 GON (Gemignani) -- A Cal (U); A SoI (U); A Leb (U) (u sent no moves -- just prop.).
 HAR (Walker) -- A Hrd (U); A Eph (U); A Nur (U); F BoB (U); F FrI (U).
 MOR (Huff) -- A Ano (H); A Ith (S) A Gor; A Udu (S) A Bar; A Gor (S) A Bar;
 A Bar (S) A Gor.
 RHO (Hoheisel) -- A GrM-Rhn; A NMi (S) A Esg-GrM; A Esg-GrM; A Rhn-Dag; A Gla-
 DoG; A Mor-Lor.

Supply Centers held at end of QUELLE, TA 1904 (no HRIVE retreats) --

ANG -- CaD, Gun, Iml, WdA , Rhd (remove one unit).	(4)
ARN -- Art, Crd, GrH, Lor, ThS (stands pat).	(5)
GON -- WdA , Fan, Leb (remove one unit).	(2)
HAR -- Far, Hrd, Kha, Nea, Umb (stands pat).	(5)
MOR -- Bar, Bel, Gor, Ith, Udu, Ano (stands pat; no opne home s.s.).	(6)
RHO -- DoG, Esg, Mir, Mor, Rhn, Wil, NMi (may build one unit).	(7)

Propaganda --

Arthedain -- FRODO LIVES!!!

Gondor -- Dear lad, dirty and unchivalrous; yes, that means you, Arnor. Bullies don't sell Applejacks. They sell hot air. You have that market cornered. How about a little soap flakes for an offends mouth? My, you don't use Score. Maybe that's why you aren't popular except with Mordor, who doesn't care. You aren't nice to be near. There is only one loser around here -- take a bow. You're the only thing going out with the trash. Why don't you visit a swamp and jump in? (I shouldn't talk to Arnor that way, but I can't stand a dirty mouth.)

Mordor -- The Dark Lord again asks the mighty Yadtsid to cease his foolish war against Mordor. "Look, it's been three years -- you've gotten nothing, Gondor is ripe for picking and never helps you, even the fat king of the Wood Elves in Rhovanion can't do it right." So look, friend, why not switch rather than fight? You don't think for a moment that Rhovanion will let you have any more than necessary. And surely, no one but the Lady of Gondor is naive enough to expect that her country will last, if mine falls. So please let me know your feelings. In the meantime, my orcs are hungry and your dead bodies are saving me a lot of money on food."

Deadline for COIRE, TA 1904 builds/removals -- Noon, Tues., Nov. 14.

FLG (Mordor Versus the World II) --

The Players, Rules and Board -- See FANTASIA #'s 8 and 11.

QUELLE, 3002 moves --

ARNOR (Walker) -- SA Iml-Ang; SA Amo-Iml; SA Bra (H); SA Ere (H) (D (Dun, Fan, Tha, Mis, Off Board)).
 GONDOR (Hoheisel) -- DA Por-MiT; SA Edo-Lam; SA DoA (S) SA Leb; SA Leb (S) DA Por-MiT; SA Rau (U) (D (EEm, Bro, Wol, Off Board)).
 MORDOR (Lebling) -- SA Mor-Ere; DA Lor (S) SA Mor-Ere; SA DoG-Wil (D (NWl or Off Board)); SA Rhu-WRh; SA Dag (S) SA DoG-Wil; SA Cel-DoG; DA Dea-Rau; SA Sha-Hen; TA MIT (H); DA Ano-WEm; (SA Cel D (Bro, Wol, Off Board)).
 RHOVANION (Brooks) -- SA Mir (S) SA Bro-DoG; SA Bro-DoG; SA Wil (S) SA Bro-DoG; SA Car-Gla.

ROHAN (Gemignani) -- DA Fan-Cel; SA Isg-Edo; SA WEm (S) DA Isg-Edo (D (Fan, EEm, Isg, Efd, Off Board)).

Propaganda --

Angmar -- OK, Sauron-baby; let's play Hide-and-Seek! And you don't even have to count to 100 (if you could, that is).

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Angmar -- To Rohan and Gondor: Have you guys botched it or have you botched it? Mordor is about to overwhelm us all and all you can do is fight each other and miss moves. OK -- here's your chance to get the Eye!

Umbar -- Rumor has reached this southern port that the Nazgûl have deserted Mordor and are flying northwest at great speed. Do you suppose they're on annual leave?

Gondor -- The King of Gondor now realizes his grievous error. The spell of Sauron was cast upon him so that he became greedy for the lands of the Rohirrim. He just hopes it's not too late. Most sorry, Dear Queen.

Rohan -- Gondor: All I want is my supply center -- then you and I can go back to fighting Mordor. If you don't cooperate, you can have Mordor right in your lap all alone.

Rohan -- Rhovanion: I hear you and moved as you said. I even cut out the Huff-Carey pro. How about some help? I'll help you if I can.

Rohan -- Wayne: You leave me alone, I leave you alone -- or Lebling wins!

Gondor -- And there came a great and mighty army out of the fortress of Minas Tirith, and the army was all dressed in black, even to their helms. And at the head of the army, upon a pale horse, rode a figure swathed in blackest night from head to foot; and he carried a black shield, and sword wrought of some black and evil stone, and upon his head was a crown of iron, which glowed evilly in the twilight of the West. And none could suffer themselves to look upon him without fear and loathing, and afterwards many said that they had seen others die from the merest glimpse of Him. He was as a mist of winter -- cold, cold as ice -- and yet to look upon His form was to feel a heat like a sword in the heart that would freeze and singe at the same time. None who looked upon him or his host -- none of the vassals of the fallen West, looked away without fear.

And the sky was black, seething with the comings and goings of unseen messengers, and lightning and thunder roiled the heavens. Suddenly, with a cry like a thing in pain, the figure on the pale steed rose, until he seemed greater and more powerful than the City itself, and he lifted his sword of adamant and struck! The walls of the city crumbled into dust, and there was sound like the dying breath of a whole army, and even the mountain itself, great Mindolluin, seemed to flow, to bubble, and at last to settle on the plain. There was nothing. The city had never been, thought Boromir, and he turned and threw himself upon his sword, clutching in his hand a dead, sere white leaf. "The West has failed", he sighed, and the leaf crumbled into dust, while over the valley of the Anduin there drifted a blackness, and a scent of death that would never be washed away.

The figure on the horse seemed to diminish, satisfied with his deed, and the army rode on towards the west, into the last sunset of the world.

Mount Gundabad -- In the cold and the darkness huddled the nine travelers, shivering in a freezing rain out of the north. Frodo had no heart to go on. He thought of his warm Hobbit hole in the Shire with longing, and of five meals a day. All he had eaten in the last two days was a piece of cured meat and a crust. The orcs had taken the rest during the fight on the plain. Gandalf had gone to the east on some urgent errand, and Frodo felt alone. He was now scared as well, for two days ago, in the night, he had heard the voice of Gandalf clearly and distinctly in the darkness, calling for help. Then, without warning, the voice had disappeared, but in the east there had been a darkness, thick, black, and deadly, which curled up out of the valley of the Anduin and was gone. Frodo had told no one.

All of a sudden, Frodo started. The Ring was burning, blazing and crackling like a log on a fire, glowing as it had that long-ago day in the Shire. And the weight! Frodo found he could hardly stand, the Ring on its chain was so heavy. He rushed over to Gandalf's sack, now their only remembrance of the wizard, and picked up the stone, the palantir of Fornost, and looked. His eyes were drawn to Gondor, and there he stopped, aghast, watching the might of the servants of Sauron. Suddenly, with all the speed the weight

of the Ring would allow, he pulled it out from under his mail, unclasped the silver chain that bore it, and put it on!

Quietly, without pride or happiness, Frodo said, "The quest is ended, the Fellowship has failed. I claim the Ring."

Supply Centers held at the end of HRIVE, 3002 (retreats do affect count) --

ARN -- Amo, Ang, Tha, ThS, Iml (stands pat, unless retreating ARN A Ere goes to Fan -- then, may build one unit). (5 or 6)

GON -- DoA, ~~Esg~~, Leb, ~~WIT~~, ~~Rau~~ (remove three units). (2)

MOR -- Ano, Bar, Car, Cel, Dea, ~~WIT~~, Ere, Hen, MIM, Mor, Udu, WEM, Rau, MIT, Dag, Lor (may build four units; could pick up additional supply center by retreating from DoG to NWi, but could still build only 4 units, as only 4 home s.s. are open). (15 or 16)

RHO -- ~~WIT~~, Esg, ~~WIT~~, NWi, Wil, DoG (must remove one unit; however, please submit two removal orders, in order of preference, in case MOR retreats DoG to NWi). (4 or 3)

ROH -- Fan, Isg, ~~WIT~~, Cel, Edo (may build one unit unless ARN retreats Ere to Fan, in which case stands pat; however, it should be noted that ROH A WEM could also retreat to Fan -- if ROH A WEM retreats to Fan, and ARN A Ere doesn't retreat to Fan, then ROH will stand pat, as no supply centers will be open; if ROH A WEM retreats to Fan, and ARN A Ere also retreats to Fan, then ROH will be two units short, but can still only build one, with only one open home supply center; if ROH A WEM doesn't retreat to Fan, but ARN A Ere does, then ROH will only have 3 s.s., and will get no builds; if ROH A WEM doesn't retreat to Fan, and ARN A Ere doesn't go there either, then ROH will get one build. Confusing! At any rate, Margaret, submit one build order in addition to your retreat order, and see what happens!). (4 or 3)

GM Notes-- It would appear that Mordor is still too strong -- either all SA's but the three Home units, or three SA's and the rest DA's (except for the Sauron TA), would probably make MVTW a better game. ##### One question about the invisible Ring-Wearing DA has come to mind: What happens if the invisible unit is occupying an enemy supply center at the completion of a HRIVE season? To give a complete breakdown of supply centers would give away the location of the invisible unit -- but it would seem that this would have to be the case. If the owner of the invisible unit doesn't want its location known to everyone else, he will not only have to avoid battles, but he will also have to avoid using his invisible unit to capture enemy supply centers! Any comments, anyone? Rod? Dave? Wayne?

Deadline for HRIVE, 3002 retreats and COIRE, 3002 builds/removals -- Noon, Tues., Nov. 14.

FANTASIA is published approx. once a month, and is free to all participants in games being played therein. Non-participants may receive FANT via 1st-class mail for \$1 for 10 issues (with discount to Regular members of the Games Bureau); same rates apply to back issues, when available. Trades accepted for Diplomacy or other games-zines when arranged ahead of time with editor. Address code: A-L, player in corresponding game (refer to 2nd letter of 3-letter game-designation); T, Trade; W, Subscriber; X, last issue, unless...; Z, Sample.

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